GDD

**Overall Vision**

This game is a text-based adventure game that has you rooming around in a map discovering helpful healing items, dangerous threats, or even nothing at times. Your goal is to find the treasure room without dying.

**Mechanics**

The mechanics of this game revolve around choosing where to go next. Every entrance of a room can be good or bad. Even reentries of rooms can deal damage to you. Every entrance of a room is a 50% chance of being bad or 50% chance of being neutral or good. Your health is out of 100, and if your health reaches 0, the game is over. It is that or being lucky of finding the treasure room.

**Dynamics**

The HUD on the terminal provides you with the name of the room you are in, the description of the room, your health, and the choices you have (revolving around going North, South, East or West). This game is easy to run on the command line using the instructions provided on the README file.

**Esthetics**

There are some outside areas along with an indoor area with the provided map called an long uninteresting name of “Map2.” The entirety of “Map1” is indoor, which may or may not be a representative of my house on the first floor. Most threats revolve around dangerous dogs, snakes, or even just straight up hunger.